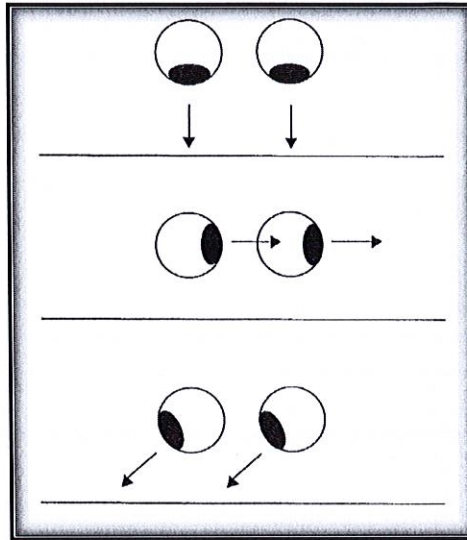


Teaching "Thinking with Your Eyes"

1. Teach the child that "eyes are like arrows" and they point towards what people are looking at.

- You could draw out pictures of eyeballs facing different directions. Ask the child to draw in arrows pointing in the direction they are looking at. You could take it in turns to draw the eyeballs. For example:



- Play games where the child has to figure out what you are looking at. Stare at objects around the room and see if they can identify what you are looking at (e.g. clock, table, floor, chair)
 - Start by being very obvious and look at people or objects close to you.
 - You could space out a number of objects on the table. Look at one and ask the child to identify where you are looking.
 - Move the objects closer together to make it more difficult.
- ### **2. Introduce the concept that you "think with your eyes": explain that what you are looking at is often what you are thinking about**
- E.g. my eyes are looking at the chair, I am thinking about the chair.
 - E.g. I am looking the teacher, I am thinking about the teacher.
 - Play the same type of game as above but now ask the child to guess what you might be thinking about based on what you are looking at
- ### **3. Introduce the concept that you can guess what people are going to do by looking at their eyes**
- Stand in a circle and explain that you are going to look at the person that you are going to throw a ball too. Ask the child to look carefully for who the ball will be thrown to next. The child can then decide who to look at and throw the ball too.

- You could also do this with asking/answering questions. Explain that you are going to ask a question and you want the person who you are looking at to answer it. Encourage the child to ask a question and to look at someone.
- You could use YouTube clips for this. For example, clips of characters from Toy Story who have large eyes. Freeze the clip and ask the child to look at the characters eyes and to say what they might be thinking about. You could also ask what the character might do next.
- Play "freeze". Begin to walk towards somewhere and then freeze part way. Ask the child to predict what you might be doing based on where you are looking. E.g. walking over towards the sink and "freeze" (make sure your eyes are on the sink).